```
WindowController
 # m window
 # m deleteOnWindowClose
 + init()
 + run()
 + draw()
 + window()
 + setWindow()
  + processWindowCommand()
  + WindowController()
 + ~WindowController()
   WctlBase< GameMenu >
 # WctlCommandTable
 + processWindowCommand()
          GameMenu
# m firstTime
+ init()
+ run()
+ GameMenu()
+ ~GameMenu()
+ createNetworkControls()
+ readJoinGameControls()
# processSinglePlayerButton()
# processMultiPlayerHostButton()
# processMultiPlayerAcctButton()
# processMultiPlayerButton()
# processExitGameButton()
# processJoinGameButton()
# processMainMenuButton()
# createControls()
```